# Computer Graphics Course No. 10202 Credit: 1.0

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| **Student name:**  |  | **Graduation Date:** |  |

Pathways and CIP Codes:Graphic Design (50.0499); Web & Digital Communications (11.1004); Business Management & Entrepreneurship (52.0799); Marketing (52.1402)

Course Description: **Technical Level:** Computer Graphics courses provide students with the opportunity to explore the capability of the computer to produce visual imagery and to apply graphic techniques to various fields, such as advertising, TV/video, and architecture. Typical course topics include modeling, simulation, animation, and image retouching.

Directions:The following competencies are required for full approval of this course. Check the appropriate number to indicate the level of competency reached for learner evaluation.

**RATING SCALE:**

4. Exemplary Achievement: Student possesses outstanding knowledge, skills or professional attitude.

3. Proficient Achievement:Student demonstrates good knowledge, skills or professional attitude. Requires limited supervision.

2. Limited Achievement:Student demonstrates fragmented knowledge, skills or professional attitude. Requires close supervision.

1. Inadequate Achievement:Student lacks knowledge, skills or professional attitude.

0. No Instruction/Training:Student has not received instruction or training in this area.

## Benchmark 1: Click or tap here to enter text.

### Competencies

| **#** | **DESCRIPTION** | **RATING** |
| --- | --- | --- |
| 1.1 | Demonstrate knowledge of the basic principles of motion graphics. |  |
| 1.2 | Demonstrate proficiency in the use of digital imaging. |  |
| 1.3 | Manipulate images, video, and motion graphics. |  |
| 1.4 | Create and refine design concepts. |  |
| 1.5 | Alter digitized images using an image manipulation program. |  |
| 1.6 | Alter digitized video using a video manipulation program. |  |
| 1.7 | Apply color theory to select appropriate colors. |  |
| 1.8 | Apply knowledge of typography. |  |
| 1.9 | Apply principles and elements of design. |  |
| 1.10 | Create and/or implement the look and feel of a product. |  |
| 1.11 | Create graphical images and/or or video elements. |  |
| 1.12 | Enhance digital communication presentation using a photographic process. |  |
| 1.13 | Evaluate visual appeal. |  |
| 1.14 | Produce or acquire graphics content. |  |
| 1.15 | Differentiate between copyright and trademarks. |  |
| 1.16 | Define scope of work to achieve individual and group goals. |  |
| 1.17 | Use available reference tools as appropriate. |  |
| 1.18 | Explain the key functions and applications of software. |  |
| 1.19 | Explain the need for regular backup procedures |  |

I certify that the student has received training in the areas indicated.

Instructor Signature:

For more information, contact:

CTE Pathways Help Desk

(785) 296-4908

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